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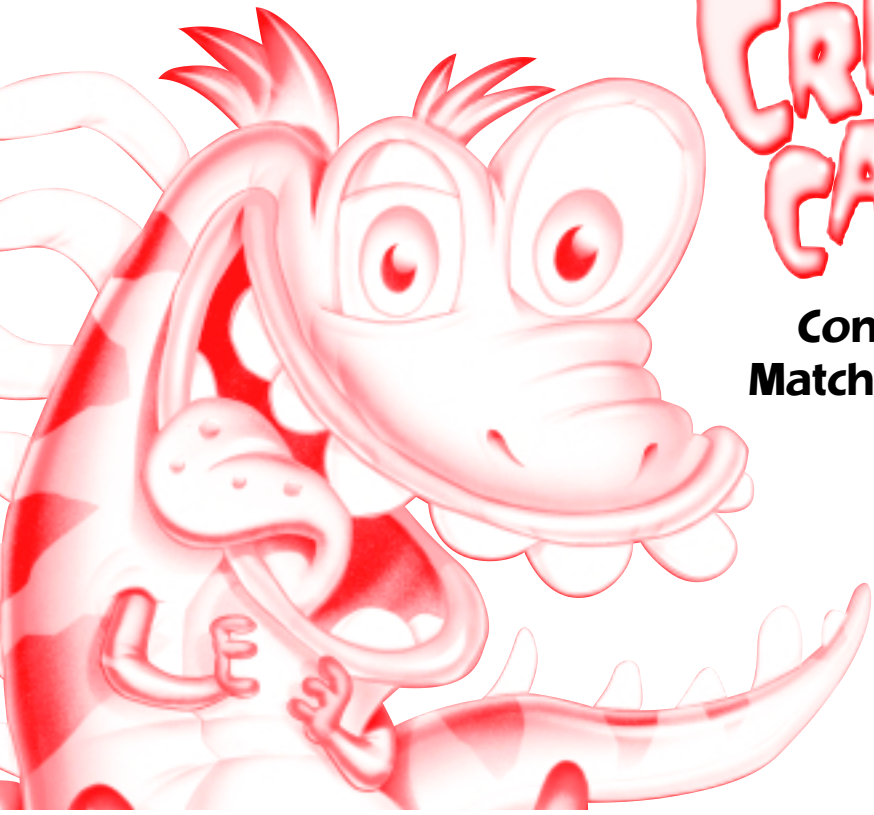
LER 5051



# CREEPY CAVE™

## Consonant Matching Game

**For 2-4 Players**

## Also from Learning Resources:

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⚠ WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

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## Contents:

Game board
4 Monster game pieces with stands
21 Word cards
1 Number die

## Set Up:

Place the four monster game pieces into the stands. Place all the word cards face down in neat rows in the middle of the board.

## Object of the game:

Be the first player to move your monster game piece once around the board and return to your starting place. Players move ahead by playing "memory," trying to find the color-coded word cards that start with the same letter as the words on the board. For example, if a player lands on a space with a red word, they choose one of the red word cards.

## Directions for game play:

Each player chooses a monster game piece and places it on the corresponding starting place. Players roll the number die and the player with the highest number goes first.

The first player rolls the die and moves ahead clockwise that number of spaces. The player chooses a word card and reads it aloud. The player shows the card to the other players and returns it (face down) to its original place on the board. Players do not keep word cards, even when they match. If the first letter on the word card matches with the word on the board, he/she continues rolling the die. If it does not match, the player waits until his/her next turn to choose another word card. The player must make a match before he/she rolls the die and moves ahead.

When the path splits, players may choose either direction to follow. The first player to reach their starting place is the winner. (Note: the starting place counts as a space.)

## Option for longer game play:

Do not use the die for this version. Players move their monsters around the board one space at a time. The first player starts by moving his/her monster to the space next to their starting place. The player then turns over a word card. If they make a match, the player moves to the next space. Players continue matching and moving one space at a time. If the player does not make a match, it is the next player's turn. The first player to return to their starting place is the winner.